

CLAIMS

1 1. Hitting practice training equipment for use by an individual, said equipment comprising:
2 a game piece to be hit by the equipment user as part of said hitting practice;
3 means for propelling the game piece;
4 means for striking a game piece propelled by said propelling means to impose a force by
5 the striking means against the game piece,
6 a transmitter being separate from the striking means and the hands of the individual and
7 used to transmit a signal that causes a game piece to be propelled by the propelling means, said
8 transmitter being operated by the individual using the training equipment.

1 2. The invention in accordance with claim 1 further comprising a receiver for receiving the
2 transmitted signal, the receiver causing the actuation of the propelling means to propel a game
3 piece to be hit by the individual using the striking means.

1 3. The invention in accordance with claim 2 wherein the signals are transmitted on a
2 wireless basis to the receiver.

1 4. The invention in accordance with claim 3 wherein the game piece is a ball, the striking
2 means is a baseball bat and further comprising a home plate that contains the transmitter, the
3 transmitter being actuated to send the transmitted signal by touching the home plate.

1 5. The invention in accordance with claim 4 wherein after the receiver receives the
2 transmitted signal it delays causing the actuation of the propelling means to propel a game piece
3 for a short period of time.

1 6. The invention in accordance with claim 2 wherein the transmitter is located on the
2 individual apart from the striking means and the hands of the individual and the individual

3 actuates the transmitter to transmit the signal that causes a game piece to be propelled by the
4 propelling means.

1 7. The invention in accordance with claim 6 wherein the signals are transmitted on a
2 wireless basis to the receiver.

1 8. The invention in accordance with claim 7 wherein after the receiver receives the
2 transmitted signal it delays causing the actuation of the propelling means to propel a game piece
3 for a short period of time.

1 9. The invention in accordance with claim 8 wherein the propelling means is intended to
2 propel the game piece toward individual with the striking means.

1 10. The invention in accordance with claim 2 wherein after the receiver receives the
2 transmitted signal it delays causing the actuation of the propelling means to propel a game piece
3 for a short period of time.

1 11. The invention in accordance with claim 10 wherein the signals are transmitted on a
2 wireless basis to the receiver.

1 12. The invention in accordance with claim 11 wherein the game piece is a ball, the striking
2 means is a baseball bat and further comprising a home plate that contains the transmitter, the
3 transmitter being actuated to send the transmitted signal by touching the home plate.

1 13. The invention in accordance with claim 3 further comprising means for selectively
2 controlling the transmitter to transmit ones of a plurality of signals that the receiver and
3 propelling means respond to and propel a game piece in a different manner for each one of the
4 plurality of signals.

1 14. The invention in accordance with claim 13 further comprising voice activated means that
2 responds to the individuals voice for causing the transmitter to transmit the ones of the plurality
3 of signals that the receiver and propelling means respond to and propel a game piece in a
4 different manner for each one of the plurality of signals.

1 15. The invention in accordance with claim 2 further comprising means for selectively
2 controlling the transmitter to transmit ones of a plurality of signals that the receiver and
3 propelling means respond to and propel a game piece in a different manner for each one of the
4 plurality of signals.

1 16. The invention in accordance with claim 15 further comprising voice activated means that
2 responds to the individuals voice for causing the transmitter to transmit the ones of the plurality
3 of signals that the receiver and propelling means respond to and propel a game piece in a
4 different manner for each one of the plurality of signals.

1 17. The invention in accordance with claim 2 further comprising:
2 voice activated means that responds to the individuals voice for causing the transmitter to
3 transmit different signals that the receiver and propelling means respond to and propel a game
4 piece in a different manner for each one of the different signals.

1 18. The invention in accordance with claim 9 2 further comprising means for selectively
2 controlling the transmitter to transmit ones of a plurality of signals that the receiver and
3 propelling means respond to and propel a game piece in a different manner for each one of the
4 plurality of signals.

1 19. The invention in accordance with claim 18 further comprising voice activated means that
2 responds to the individuals voice for causing the transmitter to transmit the ones of the plurality
3 of signals that the receiver and propelling means respond to and propel a game piece in a
4 different manner for each one of the plurality of signals.

1 20. A method for an individual to have hitting practice using means for propelling game
2 pieces and hitting the game pieces with a striking means, the method comprising the steps of:
3 transmitting a signal from a transmitter that is apart from the striking means and the
4 hands of the individual to cause the actuation of the propelling means to propel a game piece
5 toward the individual; and
6 receiving the transmitted signal and causing the propelling means to propel a game piece
7 that the individual will attempt to strike using the striking means.

1 21. The method in accordance with claim 20 wherein the individual causes the transmission
2 of the signal when they are ready to attempt hitting a propelled game piece.

1 22. The method in accordance with claim 21 wherein the transmitted signal is received at the
2 propelling means and further comprising the step of delaying the actuation of the propelling
3 means to propel a game piece after the transmitted signal is received.

1 23. The method in accordance with claim 22 wherein the striking means is a baseball bat and
2 the game piece is a ball.

1 24. The method in accordance with claim 23 wherein the signals are transmitted by a
2 transmitter in a home plate on the ground in front of the individual and further comprising the
3 step of actuating the transmitter by touching the home plate.

1 25. The method in accordance with claim 24 wherein the transmitted signal is received at the
2 propelling means and further comprising the step of delaying the actuation of the propelling
3 means to propel a game piece after the transmitted signal is received.

1 26. The method in accordance with claim 25 wherein the individual causes the transmission
2 of the signal when they are ready to attempt hitting a propelled game piece.

1 27. The invention in accordance with claim 25 further comprising the step of controlling the
2 transmitter to transmit ones of a plurality of signals that the receiver and propelling means
3 respond to and propel a game piece in a different manner for each one of the plurality of signals.

1 28. The invention in accordance with claim 27 wherein the transmitter has voice activated
2 means and further comprising the step of responding to voice of the individual and causing the
3 transmitter to transmit the ones of the plurality of signals that the receiver and propelling means
4 respond to and propel a game piece in a different manner for each one of the plurality of signals.

1 29. The invention in accordance with claim 20 wherein the transmitter has voice activated
2 means and further comprising the step of responding to voice of the individual and causing the
3 transmitter to transmit the ones of the plurality of signals that the receiver and propelling means
4 respond to and propel a game piece in a different manner for each one of the plurality of signals.

1 30. The invention in accordance with claim 29 wherein the transmitter has voice activated
2 means and further comprising the step of responding to voice of the individual and causing the
3 transmitter to transmit the ones of the plurality of signals that the receiver and propelling means
4 respond to and propel a game piece in a different manner for each one of the plurality of signals.
